FIG. 1

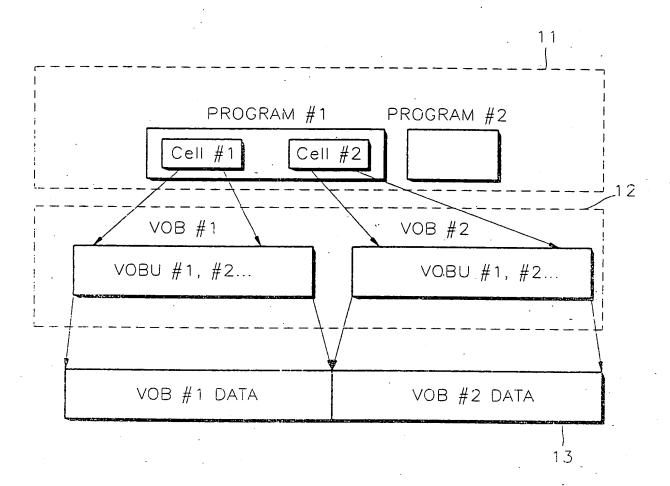
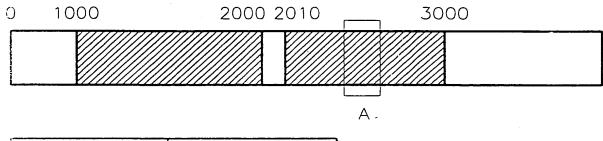


FIG. 2

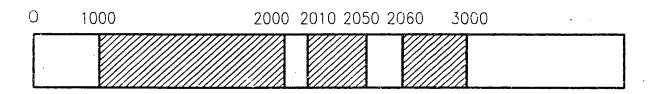
#### LOGIC SECTOR NUMBER



START POSITION	LENGTH OF DATA
1000	1000
2010	990

FIG. 3

#### LOGIC SECTOR NUMBER



START POSITION	LENGTH OF DATA
1000	1000
2010	40
2060	940

		Y			OR												-	
[		Program #1			INFORMATION FO	Program #2	<i>:</i>			N	. Z	Z		STILL PICTURE	JRE	JRE	JRE	
PCG GENERAL INFORMATION	PROGRAM #1 GENERAL INFORMATION	CELL #1 INFORMATION	CELL #2 INFORMATION	PROGRAM #2 GENERAL INFORMATION	CELL #3 INFORMATION	CELL #4 INFORMATION	CELL #5 INFORMATION	•••	STILL PICTURE GENERAL INFORMATION	STILL PICTURE GROUP #1 GENERAL INFORMATION	STILL PICTURE GROUP #2 GENERAL INFORMATION	STILL PICTURE GROUP #3 GENERAL INFORMATION	•••	ADDITIONAL AUDIO GENERAL INFORMATION FOR STILL PICTURE	ADDITIONAL AUDIO GROUP #1 FOR STILL PICTURE	ADDITIONAL AUDIO GROUP #2 FOR STILL PICTURE	ADDITIONAL AUDIO GROUP #3 FOR STILL PICTURE	
			· ·							<u>\</u>					/		/	
	PGC		PICTURE	INFORMATION		STILL	INFORMATION											

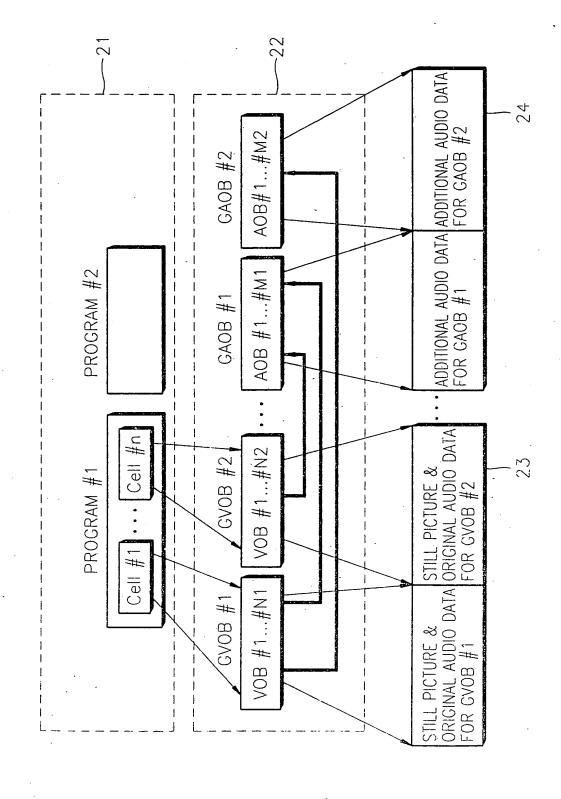


FIG. 6

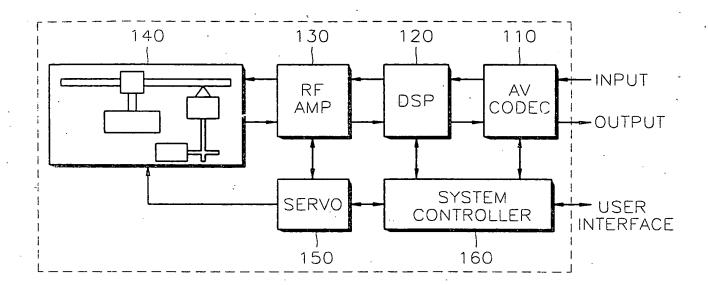


FIG. 7

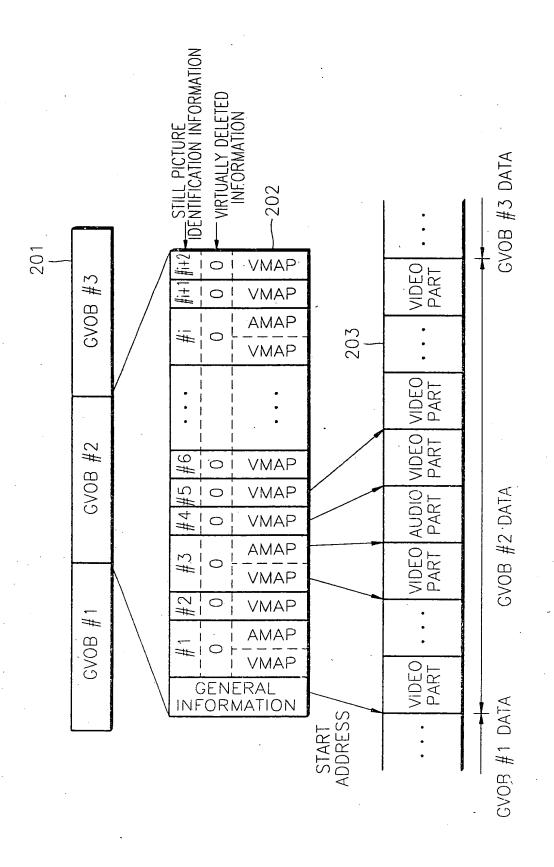
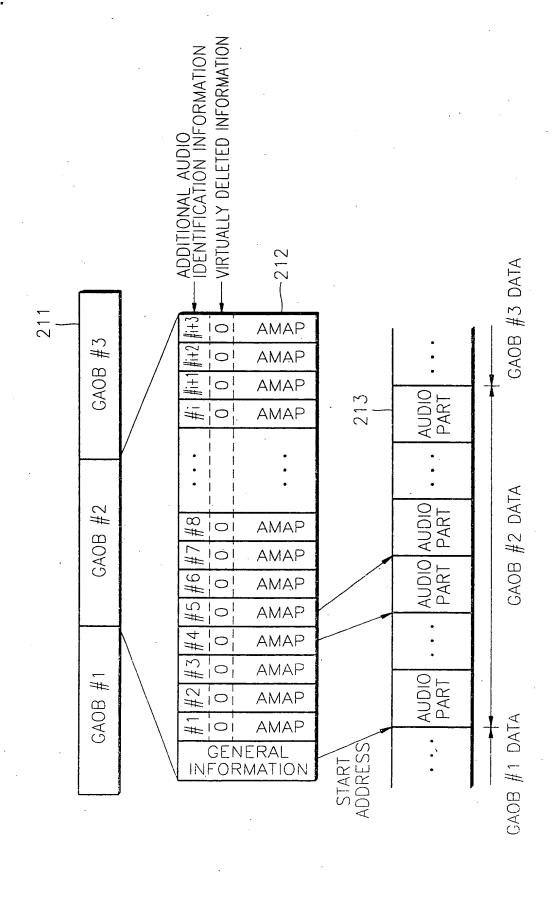
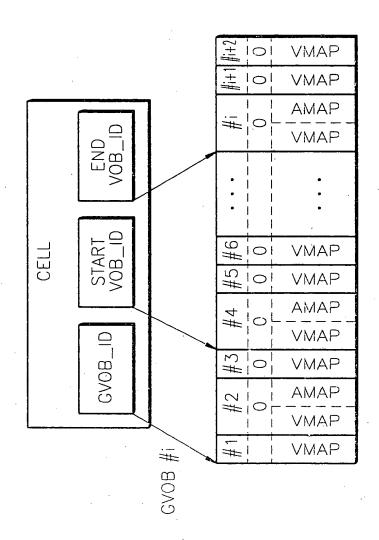


FIG. 8





ioi vmap VMAP AMAP VMAP END VOB\_ID O AMAP GAOB #k/ IOIAMAP TO AMAP START VOB\_ID CELL 101 VMAP O VMAP AMAP VMAP GV0B\_ID VMAP Z AMAP O AMAP ioi amap GV0B #i/ # 10 VMAP AMAP

FIG. 11

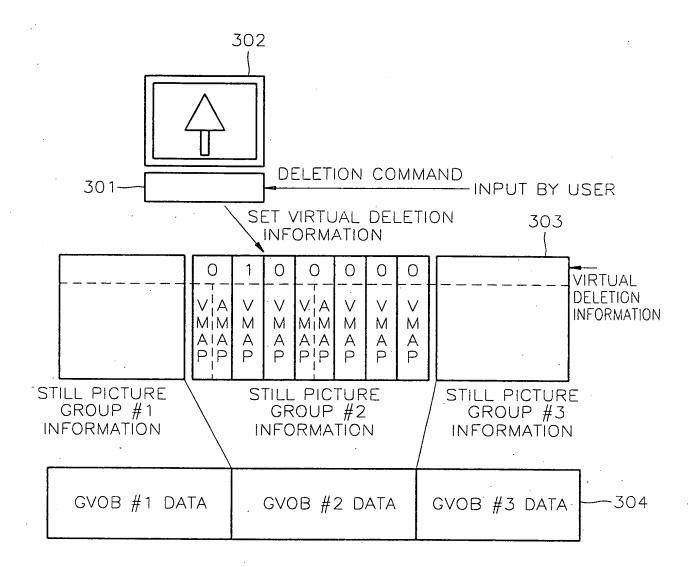


FIG. 12

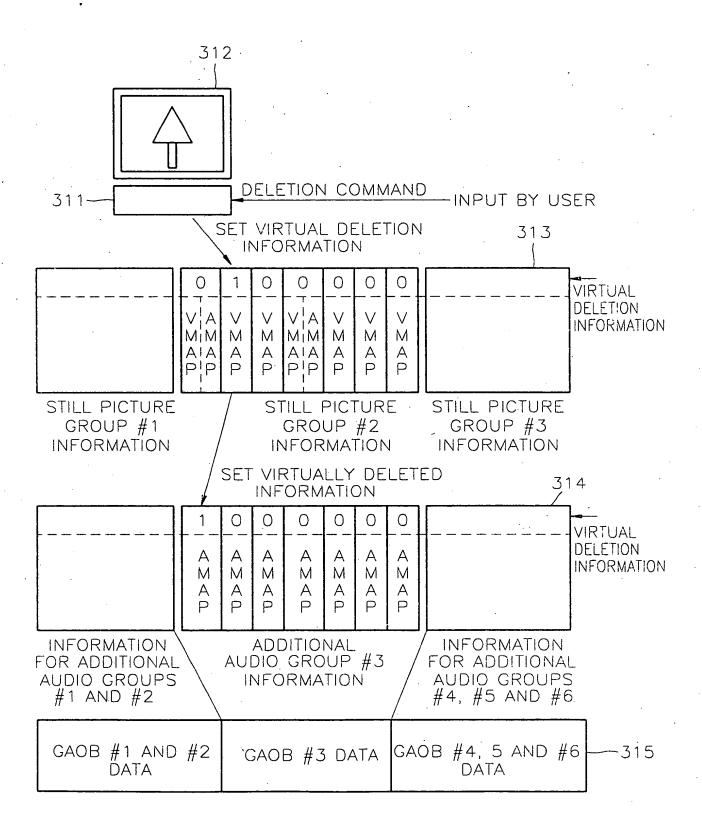


FIG. 13

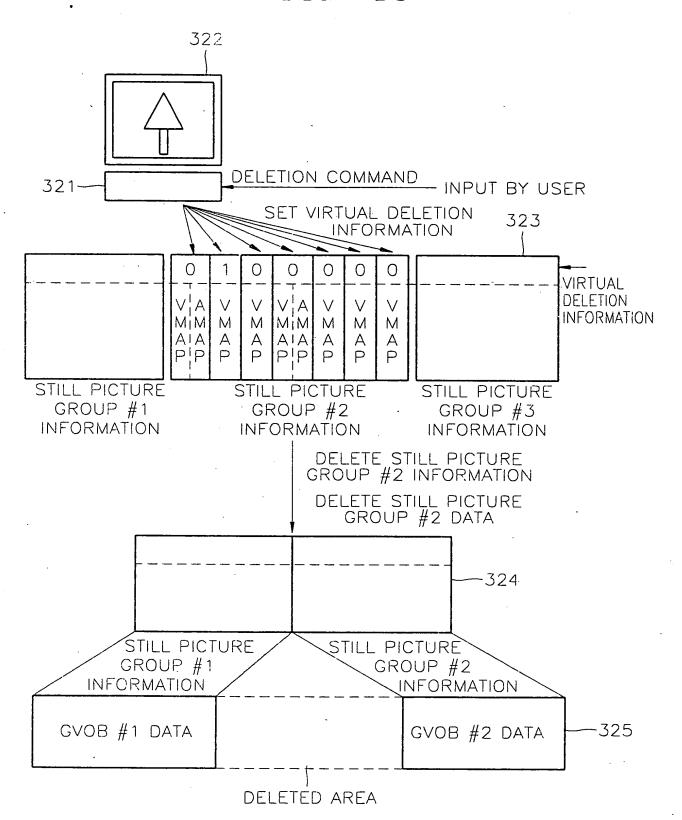


FIG. 14

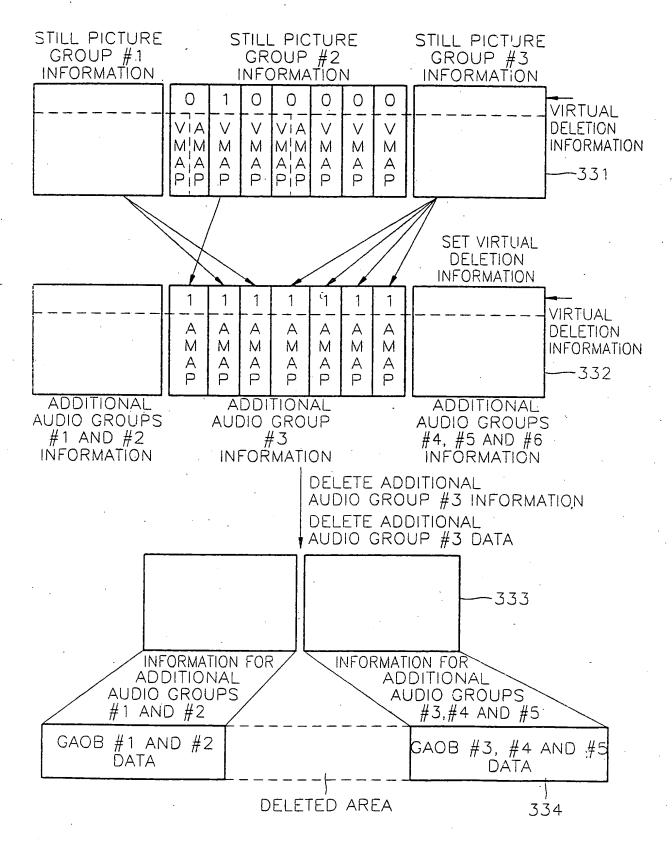


FIG. 15

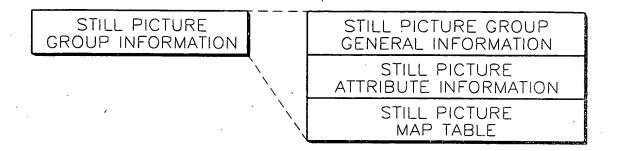


FIG. 16

	Contents	Number of Bytes
	Reserved	2 bytes
GVOB_ID	VOB Group ID	2 bytes
GVOB_S_ADR	Start address of VOB Group	4 bytes
GVOB_Ns	Number of Video Parts	1 byte
GVOB_Ds	Number of Virtually deleted Video Parts	1 byte

FIG. 17

STILL PICTURE MAP TABLE		Map #1
	━₹,	Map #2
• *	.`\	
	`\	· //
	`\	Map #n

#### FIG. 18

	Contents	Number of Bytes
MAP_TY	Map type	1 bit
VOB_ID	VOB ID	7 bits
V_DELETE	Virtual Deleted Flag	1 bit
V_PART_SZ	Size of Video part	1 byte
GAOB_ID	GAOB ID for after_recorded audio	12 bits
AOB_ID	AOB ID for after_recorded audio	1 byte

### FIG. 19

	Contents	Number of Bytes
MAP_TY	Map type	1 bit
	Reserved	7 bits
A_PBTM	Playback Time of Audio	2 bytes
A_PART SZ	Size of Audio part	2 bytes

## FIG. 20

ADDITIONAL AUDIO GROUP INFORMATION FOR STILL PICTURE

ADDITIONAL AUDIO GENERAL INFORMATION FOR STILL PICTURE ADDITIONAL AUDIO ATTRIBUTE INFORMATION FOR STILL PICTURE ADDITIONAL AUDIO MAP TABLE FOR STILL PICTURE

FIG. 21

	Contents	Number of Bytes
·	Reserved	2 bytes
GAOB_ID	AOB Group ID	2 bytes
GAOB_S_ADR	Start address of AOB Group	4 bytes
GAOB_Ns	Number of Audio Parts	1 byte

FIG. 22

ADDITIONAL AUDIO MAP TABLE FOR STILL PICTURE		Map #1
FOR SHEL FICTORE		Map #2
		•
	`\	•
	`	Map #n

FIG. 23

	Contents	Number of Bytes
AOB_ID	AOB ID	7 byte
A_DELETE	Virtual Deleted Flag	1 bit
A_PBTM	Playback Time of Audio	2 bytes
A_PART_SZ	Size of Audio Part	2 bytes

# FIG. 24

	Contents	Number of Bytes
S_GVOB_ID	VOB Group ID for Still Picture	2 bytes
S_VOB_ID	VOB ID for Start Still Picture	1 byte
E_VOB_ID.	VOB ID for END Still Picture	1 byte
	Reserved	5 bytes

FIG. 25A

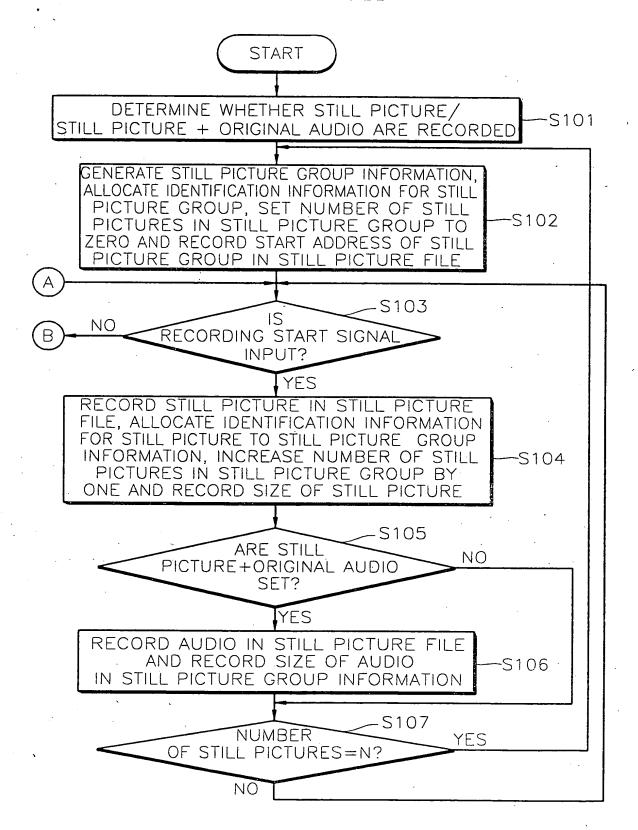


FIG. 25B

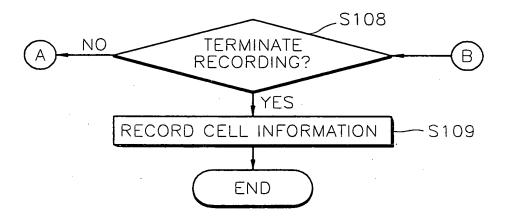


FIG. 26

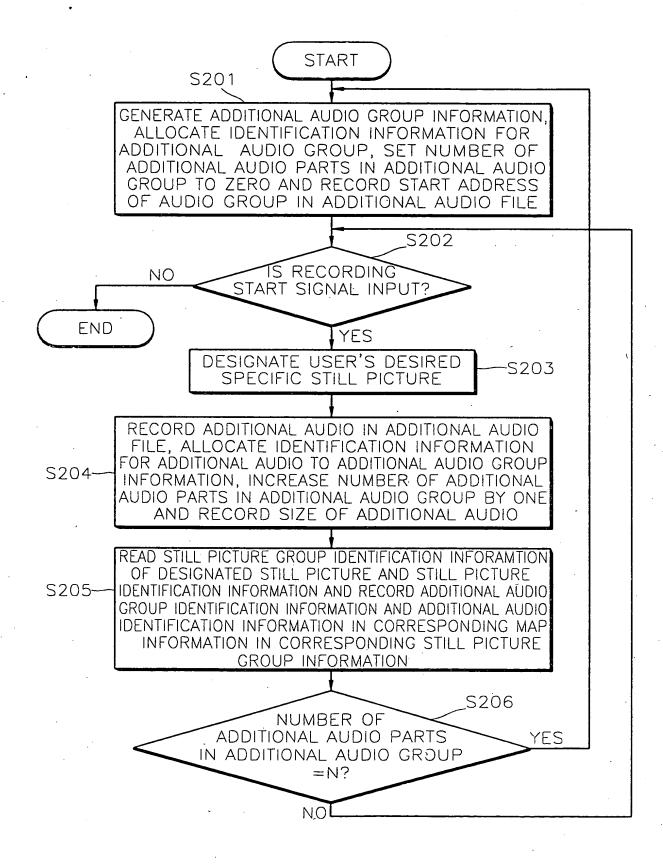


FIG. 27

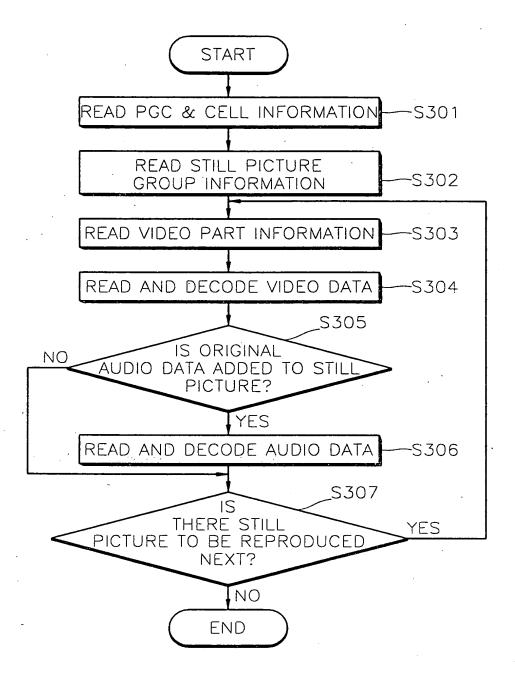


FIG. 28A

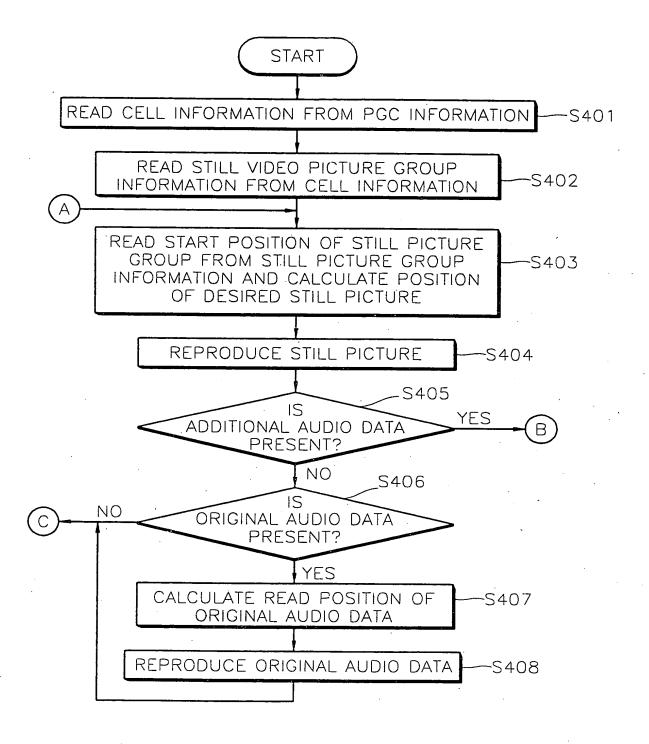


FIG. 28B

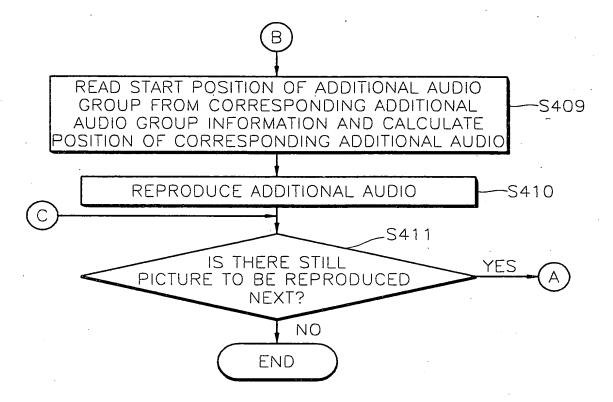


FIG. 29

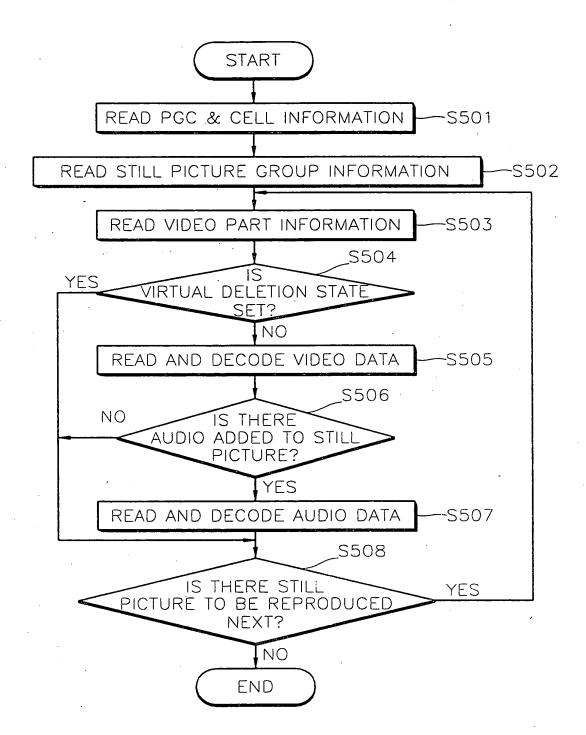


FIG. 30A

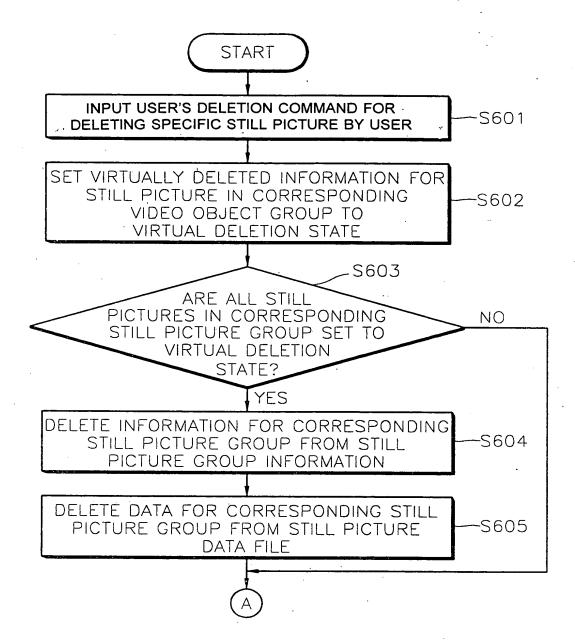


FIG. 30B

